OBMC Military Combat Simulation Handbook

Information

All command staff within a unit will be required to have a complete understanding of this handbook. Failure to understand or follow the guidelines given in this handbook will result in the **removal and disbandment** of the unit.

All unit members will be required to understand the basic rules and regulations of this handbook. Failure to do so will result in **removal** from the Operation Breakpoint Community.

All removals, disbandments, or other not-mentioned punishments are **arguable**. All members of the Operation Breakpoint Community have the right to **appeal** any punishment given by the Operation Breakpoint Community staff.

Questions, concerns, inquiries, suggestions, and criticisms regarding the Military Combat Simulation Handbook should immediately be brought to the attention of server staff.

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Section A: General Rules & Regulations

1. Fresh spawns may **not** be killed.
2. A fresh spawn may be killed if they:
    - Fail to comply with orders given.
    - Are wielding a firearm of any type.
    - Are engaged in self-defense.
3. The use of **Meta-Gaming** is strictly prohibited.
    - Meta-Gaming includes but is not limited to:
        - Using information not acquired in-game.
        - Giving call-outs after death.
        - Spying on a unit's Discord server.
        - Returning to your dead body or another's dead body **after death** or **during a combat situation**.
4. The use of alternate accounts is strictly prohibited.
    - Some exceptions may be granted by staff. Speak with an Admin+ for eligibility.
5. All unit members must wear their respective **uniforms** at all times.
6. Theft of another unit's **kit/uniform** is strictly prohibited.
7. Unit members may only carry **two firearms** at most.
8. Poaching from units within The Operation Breakpoint MilSim Community during recruiting is **not allowed**.
9. **Friendly fire results in an immediate ban.**
    - If an accident occurs, report it to staff for an appeal.
10. **Fear Factor is always in play**:
    - Act as you would in real life.
    - If held at gunpoint, surrender.
    - If tortured, give information.
    - Suicide to escape situations results in **removal** from the community.
11. **Exploits are not allowed:**
    - No boosting or using placed items to access restricted areas.
    - No blocking roads with placed objects (except roadblocks).

Note: Rules are updated regularly. Please review notifications for changes.

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Section B: General Unit Guidelines

1. Unit command staff **must** ensure all members understand the rules.
2. Command staff failing to enforce rules will face **equal punishment** as the offending member.
3. Units under 4 days old have a **1-day grace period**.
    - Harassing, attacking, or offensive interactions with new units will result in punishment.
4. **Minimum active members:**
    - Units must maintain **10 active members**.
    - Failure to do so will result in **removal** from OBMC.
5. **Military Standards:**
    - Units must have a **proper chain of command**.
    - Units must operate under a realistic **rank structure**.
    - Units must implement **Military Occupational Specialties (MOS)**.
    - Units failing to meet these standards will face **OBMC intervention**.
6. **Main Operating Base (MOB) Requirements:**
    - Units must **control a 400m radius** around their MOB.
    - Failure to patrol/control the area may result in **raids**.
    - Units **must** raise a flag at all bases.
    - Raiding another unit's MOB with active control is **prohibited**.
    - Prisoners of War (POWs) must be released **after 72 hours**.

Note: Unit command staff must agree to and enforce these guidelines at all times.

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Section C: Combat Regulations

1. **M79 Restrictions:**
    - No soft-targeting (use only for destruction or smoke cover).
    - Accidental soft-targeting should be clipped for verification.
2. **Ammunition Limits:**
    - Infantry: **8 magazines (+1 in weapon)**.
    - Bolt-action rifles/DMRs: **40 rounds max**.
    - **60-round magazine cap.**
3. **Explosive Use:**
    - Excessive grenade/explosive use is frowned upon.
    - “Spamming” explosives results in **unit strikes**.
4. **Tactical Expectations:**
    - Units **must** use real-life military tactics.
    - Members engaging in “Rambo-ing” face **3-7 day bans**.
5. **Rules of Engagement (ROE):**
    - No **Kill-On-Sight (KOS)** unless:
        - Interaction turns hostile.
        - During **declared war** or **tense conditions**.
        - During **events or designated combat areas**.
    - **Geneva Convention** must be followed at all times.

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Section D: Alliance Rules

1. **Coalitions & Alliances:**
    - A unit may be in **one coalition** (max **4 units**) and **two alliances**.
    - **No dual coalition membership.**
2. **War & Raids:**
    - Declaring war must be announced via **ticket submission**.
    - Raids must be announced **one hour in advance**.
    - Raids must occur between **1-9 PM EST**.
    - Maximum raid duration: **2 hours**.
    - **48-hour cooldown between raids**.
    - Ceasefire period: **1 hour post-raid**.
3. **PMC Restrictions:**
    - PMC/Contractor units cannot **ally** with any other units.
    - PMCs cannot join coalitions.
4. **Uniform & Kit Compliance:**
    - **Armbands must be worn at all times**.
    - Double carrying only allowed for **sniper + AR**.
    - **Shotguns for breaching only.**
    - **No re-kitting from your dead body.**

All OBMC members and units are expected to adhere to these guidelines at all times. Failure to comply will result in disciplinary action up to and including removal from the community.

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